A VIDEO
GAME CARTRIDGE FROM
PARKER BROTHERS

FROGGER™*

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FOR INTELLIVISION,® TANDYVISION™ & SEARS SUPER VIDEO ARCADE™

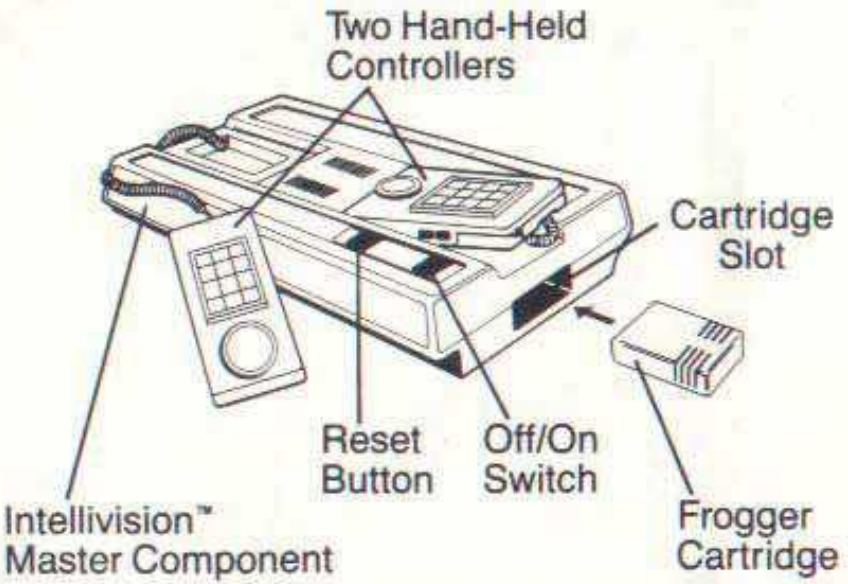
Leapin' Frogger! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of cars and trucks. Then there's a swirling river to leap, full of frog-eating creatures. How's Frogger going to get home safely? By letting you hop him on his way. Guide Frogger safely through this perilous journey, and you'll jump for joy!

OBJECT

The object of the game is to hop as many frogs to safety as you can—and to score the most points along the way!

SETTING THE CONSOLE CONTROLS

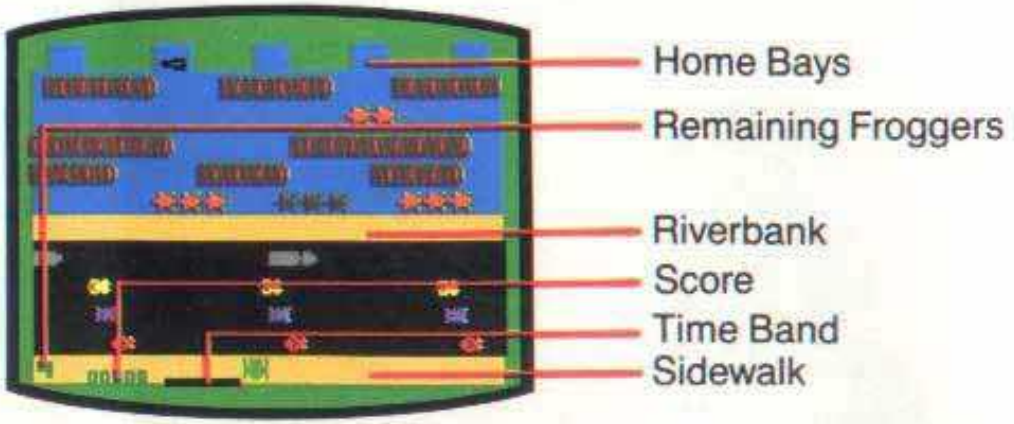
1. Make sure the cartridge is placed firmly into the cartridge slot.
2. Turn the OFF/ON switch to ON.
3. Press down the RESET button. You'll see "Parker Brothers presents Sega's Frogger" on the screen.
4. Press the ENTER button on the left controller. You'll see "Players?" Press 1 or 2, depending on whether you're playing a one- or two-player game.
5. Then you'll see "Level?" Refer to the Game Selection Box for a description of the game levels, then press the level number (1, 2, 3, or 4) that you want.
6. Press ENTER, and you're ready to start hopping!



PROOF OF PURCHASE
FROGGER™

PLAYING

This illustration shows the journey Frogger has to make—from sidewalk to home bay:

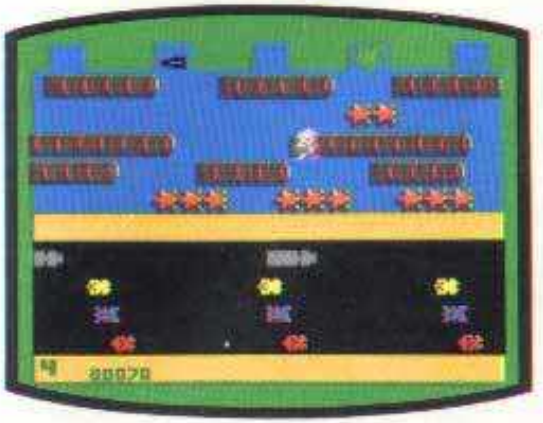


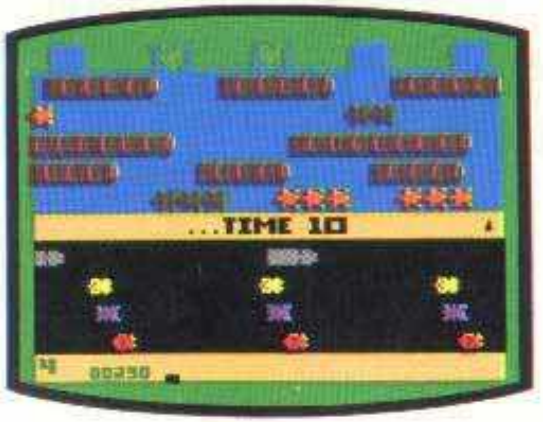
You'll start the game with 5 frogs. The first frog is shown on the sidewalk below the traffic. The remaining frogs are indicated by a number on the lower left-hand corner of the screen.

TIME BAND

You have only a limited amount of time to move Frogger from the sidewalk and into a home bay, one of the blue, open-ended squares at the top of the screen.

Time is monitored by the time band, the black line located at the bottom center of the screen. You have approximately 30 seconds, or 60 "ticks" on the cartridge timer, to move Frogger home. If you run out of time before you get Frogger home, you'll "splooch" him (lose him). You'll hear a sound, then see a skull and crossbones symbol on the spot where Frogger was when his time ran out.





However, if you take Frogger home *before* the time band disappears, you'll see " . . . TIME," and the number of "ticks" you had left on the center of the sidewalk. You'll score 10 points per remaining "tick" of time.

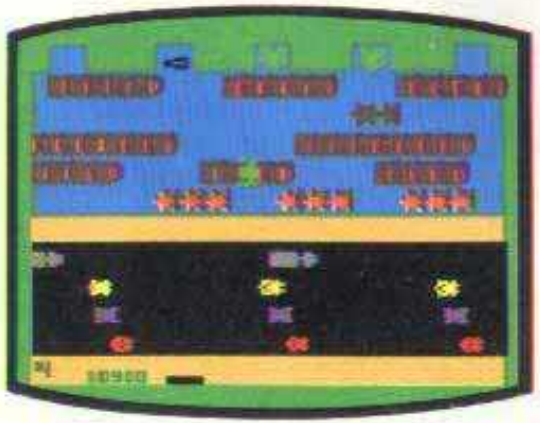
FROM SIDEWALK TO RIVERBANK

Frogger starts his perilous journey on the sidewalk, facing 4 lanes of cars and trucks. As soon as the music starts to play, you're ready to start Frogger hopping!

Try to get Frogger through the lanes of traffic. Traffic travels in alternating directions and at different speeds, so be careful. Frogger will get "splooched" if he touches any part of a vehicle or is run over!

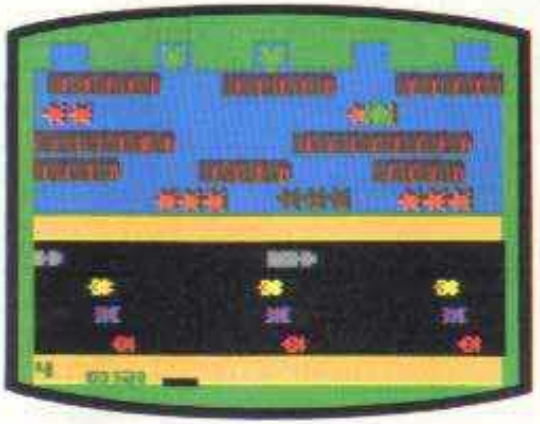
FROM RIVERBANK TO RIVER

Because Frogger can't swim in the river (the current is too strong), hop him from one row of logs, turtles, or alligators onto the next in order to cross it.



1. **Logs:** Frogger can hop from side to side on a log; he can also jump forward and backward onto another floating object. But he'll land in the river if he leaps to the left or right off a log.

2. **Turtles:** The orange objects that float on the river are the turtles. Frogger can hop on their backs as well as between a set of them (2 or 3 turtles in a row). He can jump forward and backward from a turtle onto another floating object. But he'll land in the river if he jumps to the left or right off either of the end turtles.

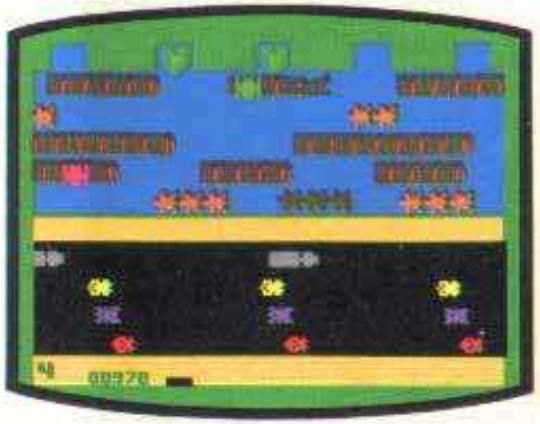


3. **Diving Turtles:** These tricky turtles can float on the water and dive under the water! When they're orange, it's safe for Frogger to jump on their backs. But once they turn brown, watch out! That means they're getting ready to dive, so hop Frogger onto another floating object fast! If you're not quick enough, Frogger will get "splooched."

But these turtles can't stay underwater forever. When you see a set of brown turtles suddenly appear on the screen, this means they're coming up for air. They'll soon be changing from brown to orange, so Frogger will be safe on their backs until they dive again.

While crossing the river, here are some other things to watch for:

1. **Pink Frog:** Occasionally you'll see a pink "lady" frog on a log. Hop Frogger onto the log to try to rescue her. If you do, you'll hear a sound, then you won't see the pink frog. Now try to get Frogger home to safety. When you do, you'll earn bonus points.



2. **Alligators:** There are alligators hiding in the logs. But you'll know what logs they're in because you'll see their heads poking out. They'll snap their jaws open and closed, just waiting for a tender Frogger morsel to jump their way! Frogger is safe on the log, but is a goner if he jumps onto the alligator's jaws!

3. **Floating Off-Screen:** In Levels 1 and 2, Frogger can safely float off-screen. However, Frogger will move slightly while he's off-screen; sometimes he'll even reappear floating on top of the water! He won't get "splooched" at this time, but hop him to safety fast.

4. **Snakes:** Snakes will appear on the river-bank as the game gets more difficult. Don't hop Frogger onto any part of the snake or Frogger will get "splooched."

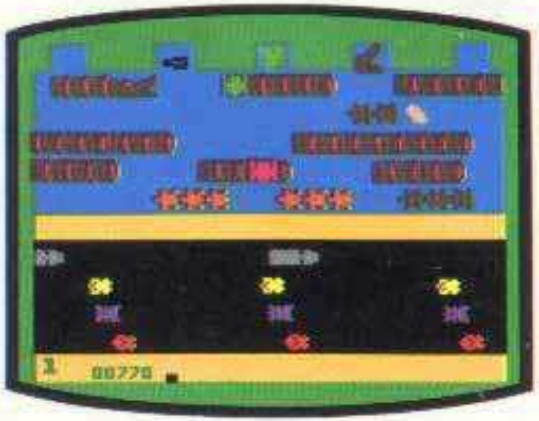
5. **Otters:** The river otters are very fast swimmers, and they'll try to grab Frogger off the end of a log, alligator, or row of turtles. Keep Frogger as far away from them as possible, or he'll get "splooched."

FROM RIVER TO HOME BAY

Successfully hop Frogger into a home bay, and he's safe and sound! You'll score points each time you bring Frogger home, and get bonus points each time you bring 5 frogs home.

When leaping Frogger into his home bay, here are some things to watch for:

1. **Jumping Home:** Hop Frogger into a home bay when he's *directly* in front of it. If Frogger hits any part of the green shrubbery on the sides of the home bay, he'll get "splooched."
2. **Occupied Home Bay:** Frogger can't jump into a home bay that's occupied by another frog.



3. **Alligator's Head:** If an alligator's head is showing in a home bay, it's not safe for Frogger to jump in. However, if the head is just beginning to show, Frogger won't be harmed.
4. **Fly:** If you hop Frogger into a home bay while a fly is showing, Frogger gets a free meal—and you score extra points.

GAME DIFFICULTY

Each time you bring 5 frogs home, you'll hear a short tune. Then the game will continue at a more difficult game level with your remaining frogs. The speed of the cars and trucks will vary from lane to lane. Traffic patterns will change. There will be fewer floating objects on the river, and the speed of the objects will vary from fast to slow. Frogger-eating snakes will appear on the riverbank and otters will swim around in the river.

END OF GAME

The game ends when no frogs are left.

To Play Again: Press GAME RESET, then reselect the game level you want and begin play.

NOTE: If, at any time, the screen goes blank, simply press the GAME RESET button and begin play.

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GAME LEVELS

Frogger has 4 game levels, all for one- or two-player action. See the Game Selection Box for game level variations.

Two-Player Games: The left player goes first; players then alternate turns. Your turn ends when you lose a frog; you begin your turn again with your remaining frogs.

The game ends once both players have lost all their frogs.

SCORING

In a one-player game, your score is displayed throughout the game on the bottom left side of the screen. In a two-player game, the left player's is on the bottom left side of the screen; the right player's is on the bottom right side of the screen.

Points accumulate as follows:

Successfully jumping Frogger forward	10 points
Successfully jumping Frogger home	50 points
Successfully jumping 5 frogs home	1000 points
Taking a pink frog home	200 points
Eating a fly	200 points
Extra points for time remaining	10 points per remaining second

Every time you score a total of 20,000 points and have fewer than 4 frogs left, you'll get another Frogger! When this happens, you'll see "EXTRA FROG" on the riverbank.

GAME SELECTION BOX

GAME LEVEL	VARIATIONS
1	Frogger can safely float off-screen. Game difficulty increases with each 5 frogs brought home.
2	Frogger can safely float off-screen. Game begins at a more difficult level, with alligators, snakes, and otters.
3	Frogger can't float off-screen. Game difficulty increases with each 5 frogs brought home.
4	Frogger can't float off-screen. Game begins at a more difficult level, with alligators, snakes, and otters.

If you should have any difficulty operating or playing FROGGER, call our Electronic Service Department at these toll free numbers:

In Massachusetts 1-800-392-0297. All other states (not available in Alaska, Hawaii, or Canada) 1-800-225-0540.

Lines are open 8:30 a.m. to 4:30 p.m. (EST) Mon.-Fri. (excluding holidays).

If you are unable to reach us via the Answer Service Line, write to the Consumer Response Department nearest you:

In the U.S.A.: Parker Brothers, P.O. Box 1012, Beverly, MA 01915.

In Australia and New Zealand: Toltoys Pty. Ltd., 104 Bourke Road, Alexandria, N.S.W. 2015.

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